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**VFS VANCOUVER  
FILM SCHOOL**

ANIMATION CONCEPT ART

Learn more about the program:

[vfs.edu/concept-art](https://vfs.edu/concept-art)

Connect with a VFS Advisor:

[vfs.edu/startnow](https://vfs.edu/startnow)

For admission requirements go to:

[vfs.edu/portfolios](https://vfs.edu/portfolios)

 **Check us out on YouTube!**

Visit the VFS YouTube channel and take a look at student projects, alumni interviews, and more!

[youtube.com/vancouverfilmschool](https://youtube.com/vancouverfilmschool)

 **Vancouver Film School**

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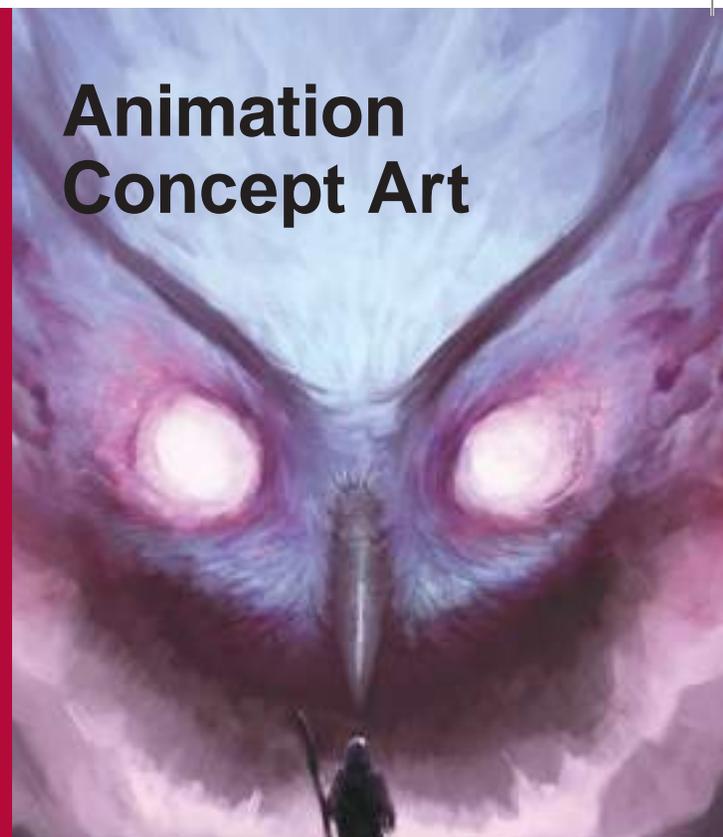
VFS has more than **\$500,000 CAD in scholarships available!** We're searching worldwide for the most creative candidates, traveling across countries and continents. We're looking for your talent, your passion, and your drive.

Learn More:

[vfs.edu/scholarships/thesearch](https://vfs.edu/scholarships/thesearch)



# Animation Concept Art



## If Imagination is Your Playground

We'll show you how to turn that passion into a career.

Learn to tell compelling visual stories as you master the fundamentals of drawing, painting and visual storytelling, and learn to design the creative and artistic master plans for film, television, video games and beyond.



**VFS VANCOUVER  
FILM SCHOOL**



## One-Year Program

Time is one of today's most precious commodities. So, you don't want to spend 2 – 4 years studying for your career, when VFS can better train and prepare you in just 12 months. Our production-focused curriculum delivers a truly hands-on education that gives you the crucial experience needed to break into the industry.

## Industry Integration

VFS doesn't just teach you about the industry, it IS the industry. With veteran instructors and mentors recruited straight from the top studios in the professional world, we are able to constantly update our curriculum to keep up with an ever-evolving industry. So, students gain real-world experience even before their first day on the job.

## Alumni Network + Success

Every year, VFS alumni help generate billions in global box office and sales of film, television & gaming franchises. In fact, our grads are some of the most sought-after professionals in the entertainment and creative media arts industries. And, after 30 years of training the globe's top creatives, VFS connects you to this 25,000-strong alumni network of film, TV, video game and design talents.

## World-Class Facilities

Located in the heart of beautiful downtown Vancouver, B.C., our eight state-of-the-art campuses offer lots of workshop and production spaces, green screen room, film sets, studios, screening rooms, theatres, and 24/7 access to computer labs with industry-standard software.



**"If you want the best chances of making it deep in the animation industry immediately after graduation, then going to Vancouver Film School could be the best decision of your life."**

- ANIMATION CAREER REVIEW

## Program Highlights

**Term 01**

Explore the fundamentals of drawing, digital painting and design, and learn how to communicate visually. Collaborate on exciting group projects when you design a new racing game vehicle.

**Term 02**

Expand your skills through the exploration of creating new and exciting worlds, as you and your collaborative group reimagine fantastical environments.

**Term 03**

Compelling characters are at the very core of storytelling. Work on designing a cast of characters for the next hit TV show, and expand your knowledge of how to tell authentic and memorable stories.

**Term 04**

Learn how to be inspired by the world and media around you, and apply it to a full design package filled with exciting characters, mind-blowing vehicles, and worlds no one has ever imagined.

**Term 05**

Create a personal and completely original high-quality pitch package that will form the backbone of your portfolio.

**Term 06**

Focus on preparing for your career in film, television, games, interactive media, comic arts, illustration, or something new that you could have never imagined!

## VFS Animation Concept Art Advisory Board



**Benda Gilbert**  
President, *Bron Animation Inc.*



**Shawn Walsh**  
Visual effects executive producer,  
*Image Engine*



**Jennifer McCarron**  
President, *Atomic Cartoons*